



CMP

CANADIAN DEFENCE ACADEMY

STRENGTH THROUGH KNOWLEDGE



Canadian ADL Partnership Lab



Presentation by CDA



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nationale

Canada

Report Documentation Page				Form Approved OMB No. 0704-0188	
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The Canadian ADL Partnership Lab

- Formed in 2003 under the DTEP in Ottawa
- Moved to Kingston in 2009
- Now a shared responsibility between
 - Learning Technologies; and
 - Learning Concepts and Experimentation

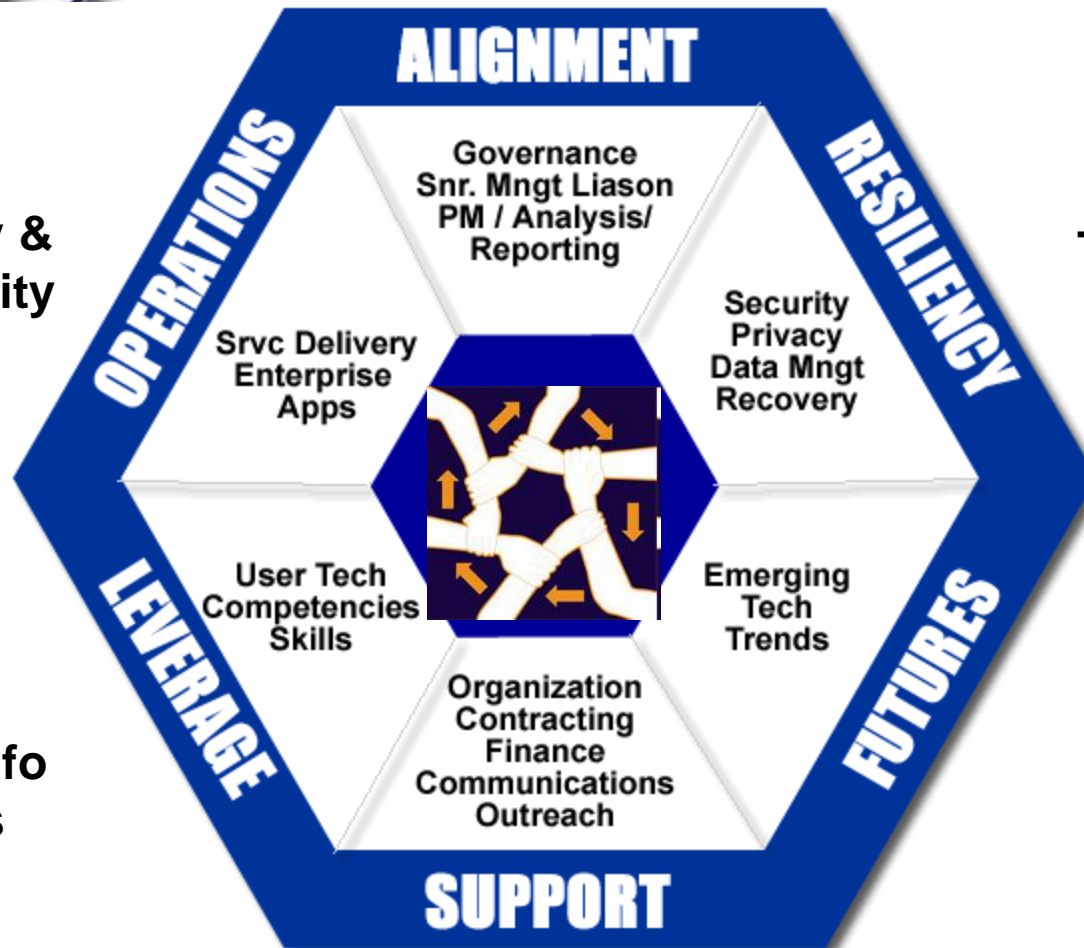




Canadian ADL Management Lens

Availability &
Pjt Capability

Training Info
Enablers



Threats Info

Tech Strategy
Options

\$, Procurement





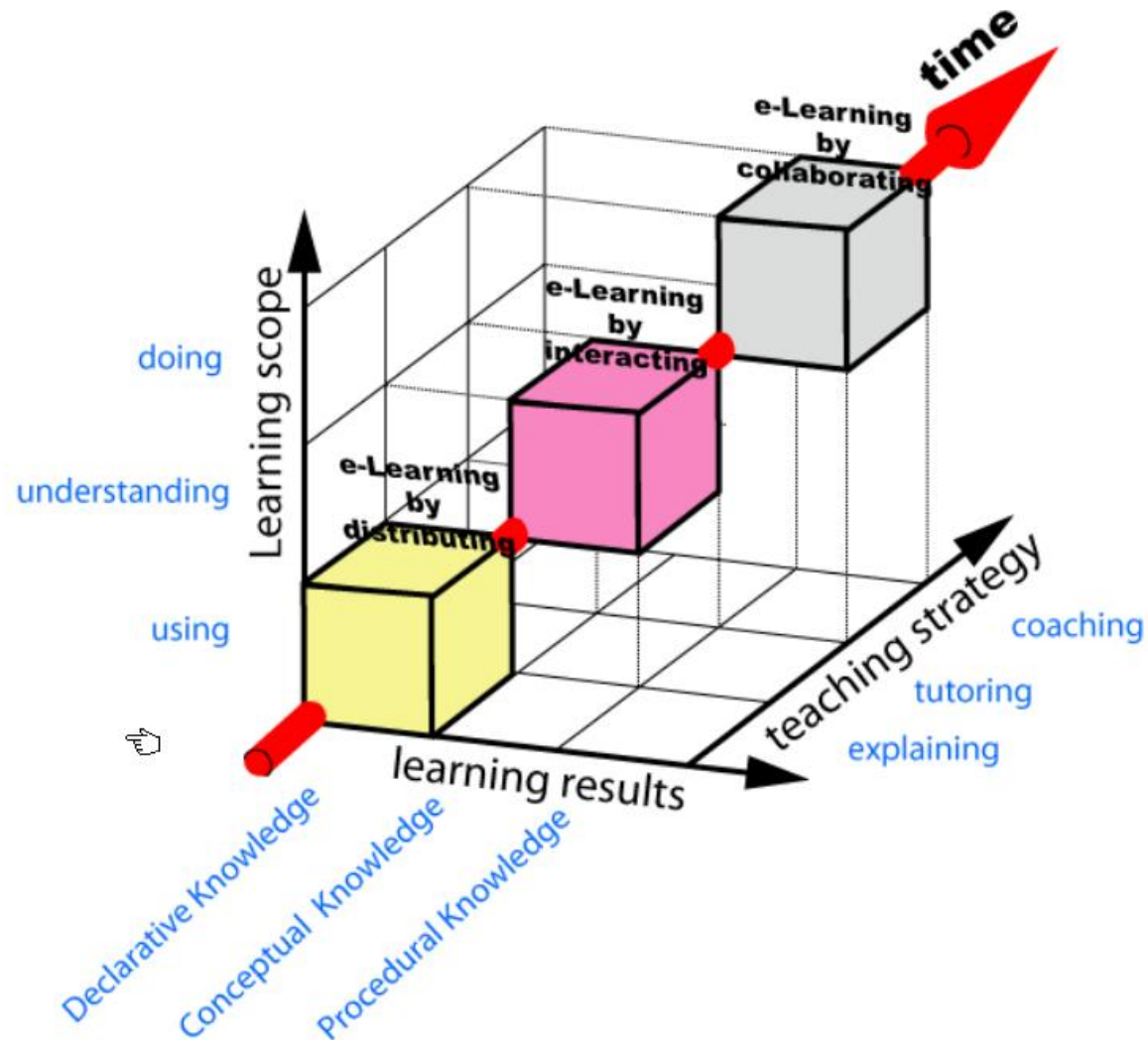
The Canadian Lab Partnership Lab is...

- An applied learning lab
- A recognized Center for Excellence in Trg./Ed. Software/Applications
- A provider to a team of Learning Project Officers
- A provider for standards and project support
- A partner in joint R&D projects (DND / DRDC/ NRC / RCMP / CBSA)
- A vision to partner with other Labs
 - Modeling and Simulation Co-Lab
 - Academic Co-Lab



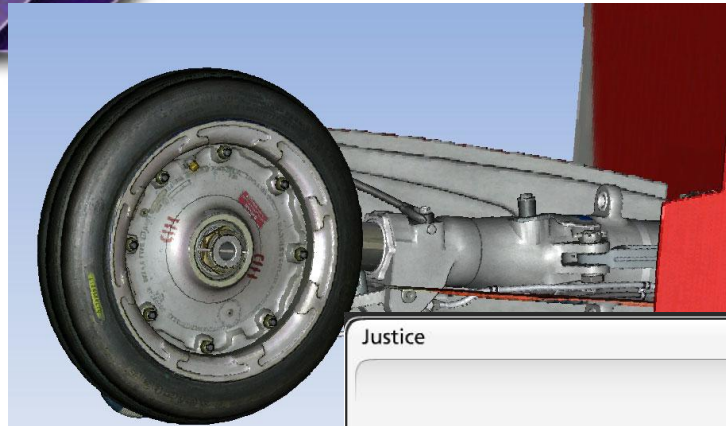


Immersive Collaborative Courseware

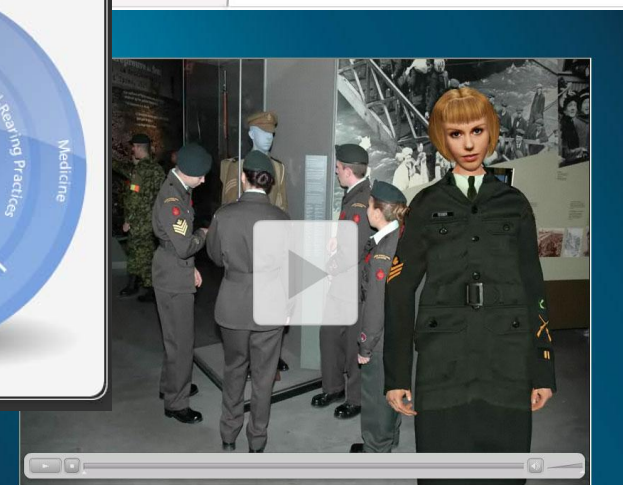
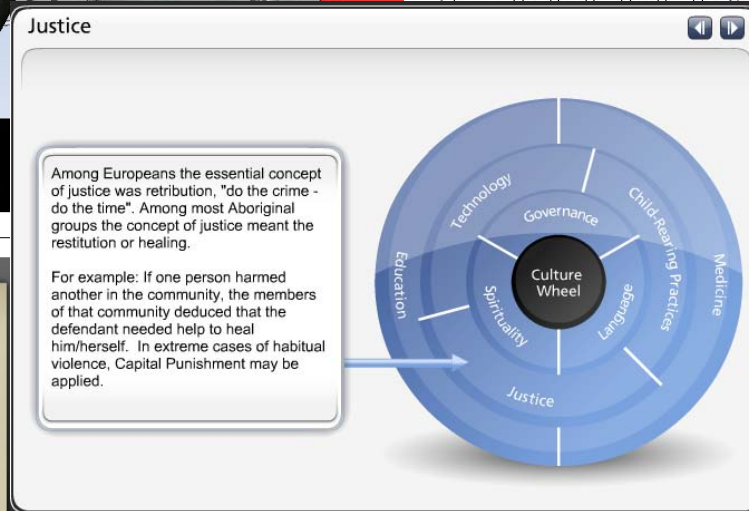




Innovative Course Design and Development



CBRN

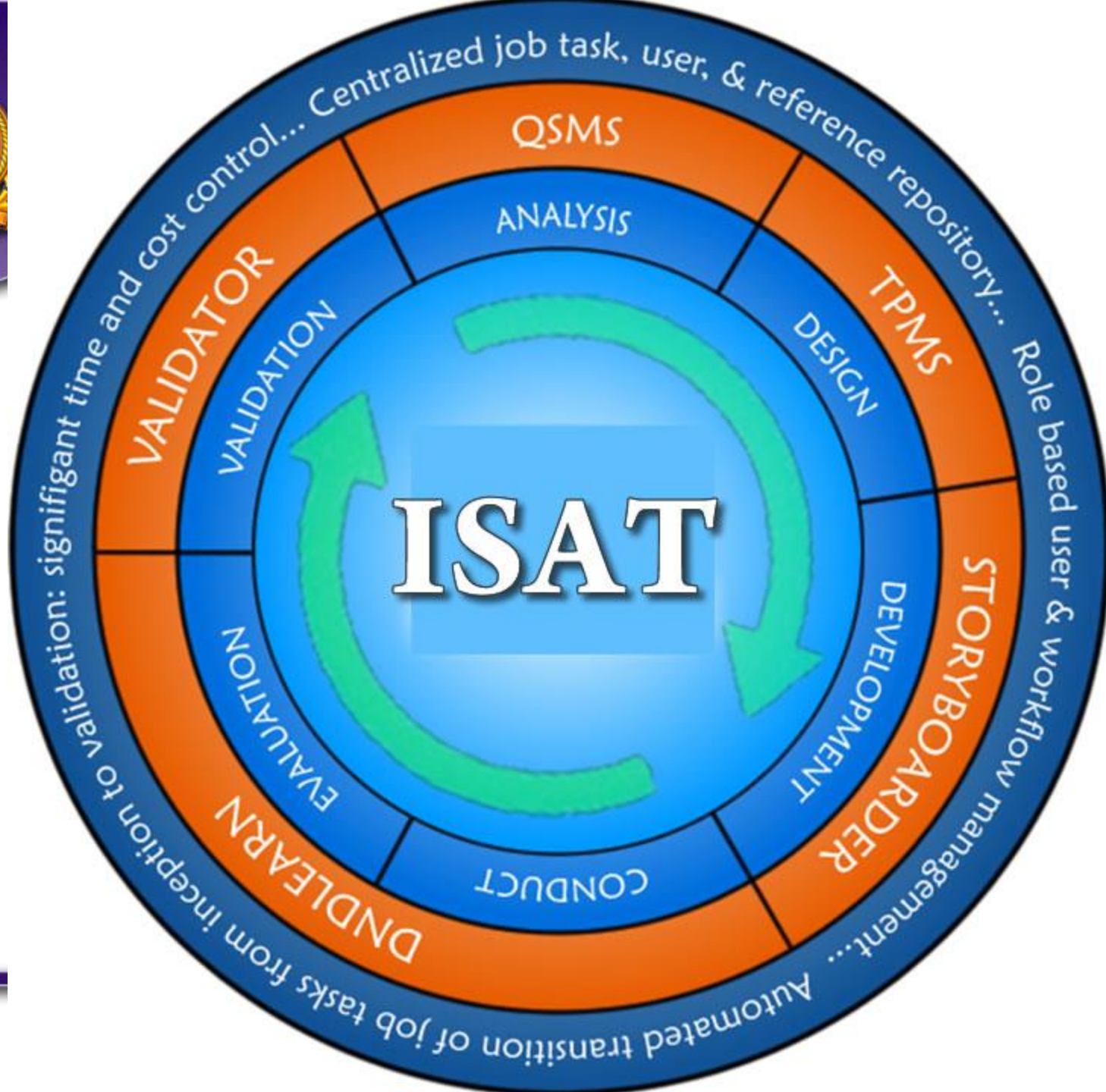


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QSMS and TPMS



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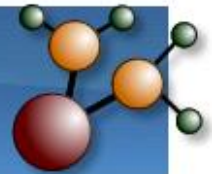
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QUALIFICATION STANDARD MANAGEMENT SYSTEM v 1.5



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ADMINISTRATIVE FEATURES

View log files and manage users, references, and templates in this area.



MANAGE AN EXISTING QS

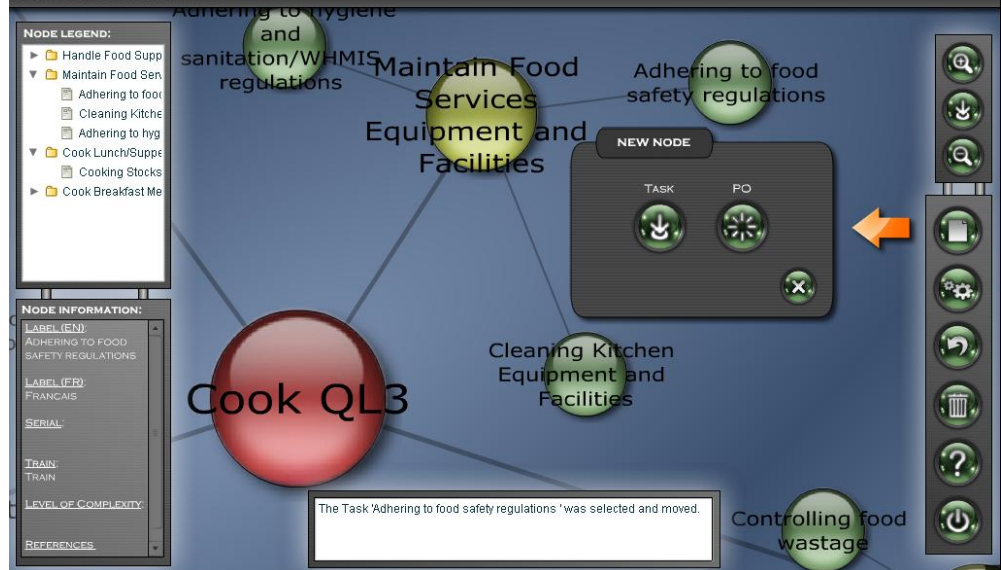
Choose and continue work on an existing Qualification Standard in progress here.



CREATE A NEW QS

This area will let you create a new Qualification Standard in the system.

DIGITAL SCALAR TOOL



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RCMP – CFDA video 3-4min



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Immersive Reflexive Engagement Trainer

- Existing NRC-DND Mou
- Project for 3 technologies
 - Laser detection
 - Augmented Reality
 - Speech Recognition











Feedback Vest

www.tngames.com

- Wireless edition will inform users the on screen targets are firing (and hitting) the individuals in the scenario



Simulated Flashbang

- Affects how the targets in the game react to the team entry.





DNDLearn

Windows Internet Explorer

http://www.dndlearn.forces.gc.ca/d2/orgTools/ouHome/ouHome.asp?ou=8542

Google

My Home Course Home

Welcome, Capt Jeremy Jan 29, 2008

CFDA

Content Discussions Dropbox Classlist News

Edit Course Logout

Discussions

CFDA

Development Discussion(2)

- General MOD discussion
- CFDA Project Resources
- Developer - Daans Private Folder
- Developer - Jeremy Private Folder
- Developer - Gerard Private Folder
- Developer - Peter Private Folder
- Developer - Paul Private Folder
- Developer - Markus Private Folder
- Developer - Jason Private Folder
- Developer - Menco Private Folder
- FILES UPLOAD READY
- BUGS(4)
- Developer - Abs Private Folder
- Game Levels
- Game Models and Items
- Ops Centre
- Admin self-help
- DNDLearn Development Forum

CFDA - Development Discussion

Display Options

View: Threaded

Add Message

	Subject	Authored By	Date
	Blending textures, 3ds max	Markus Kreft	Nov 8, 2007 12:40 PM
	Re: Blending textures, 3ds max	Michael Venart	Nov 13, 2007 9:05 AM
	Pickton Farm Uploaded to Server	Paul Haynes	Oct 9, 2007 11:02 AM
	Pickton Farm Map - Ground/Flashlight problem	Paul Haynes	Oct 7, 2007 2:54 PM
	Re: Pickton Farm Map - Ground/Flashlight problem	Michael Venart	Oct 9, 2007 7:35 AM
	Re: Pickton Farm Map - Ground/Flashlight problem	Paul Haynes	Oct 9, 2007 8:46 AM
	Smash and Grab map	Markus Kreft	Sep 13, 2007 7:45 PM
	University map	Markus Kreft	Apr 1, 2007 2:04 AM
	Stack and Clear	Brad Hetherington	Mar 2, 2007 9:53 AM
	Cresting	Simon Eagles	Mar 1, 2007 11:06 AM

Subject: Re: Pickton Farm Map - Ground/Flashlight problem

Authored By: Michael Venart (Oct 9, 2007 7:35 AM)

Flag Message

Edit

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Prev

Next

Reply

With Message

Attachment: pl.jpg

you probably fall through through the ground when you die too? anyway... it is the havok settings in the level properties, add a couple zero's to the number but no more than that, attached is where to find it.

<<< Replied to message below >>>

Authored by: Paul Haynes

Authored on: Oct 7, 2007 2:54:12 PM

Subject: Pickton Farm Map - Ground/Flashlight problem

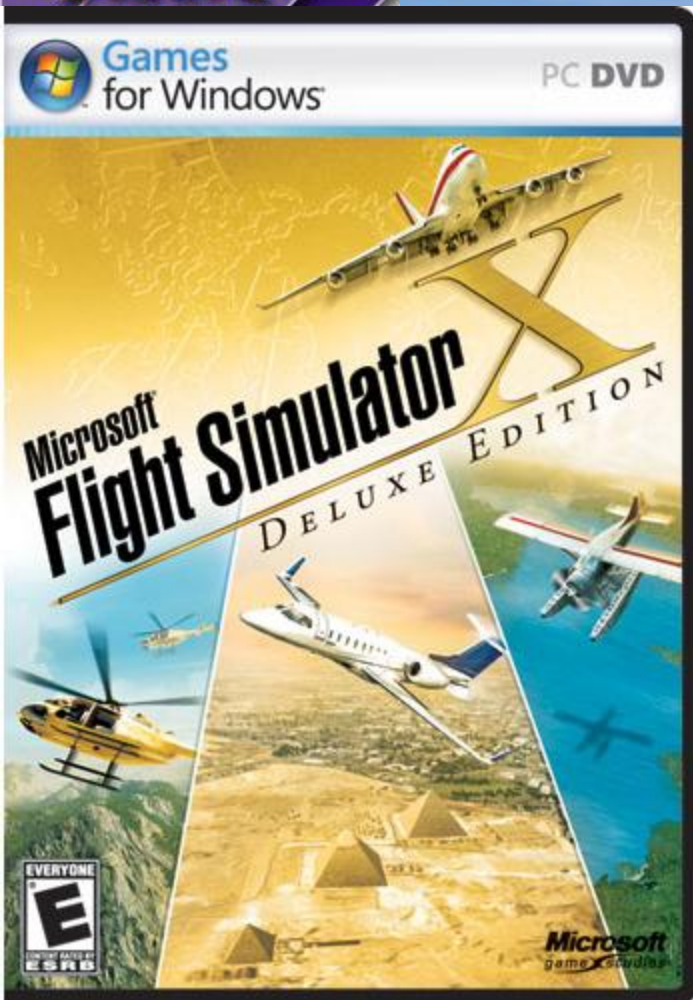
Wasn't sure how to make a new forum section for this map, but i only have the one problem anyway as far as i know - i made a custom ground static mesh for the map, but it won't accept flashlights being shone on it. I read the thread about this error for Markus'



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HAHO Jump Simulator



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Visuals

Once started, the student is shown visuals on multiple sides. Potentially the floor would be used to depict a projection as well.

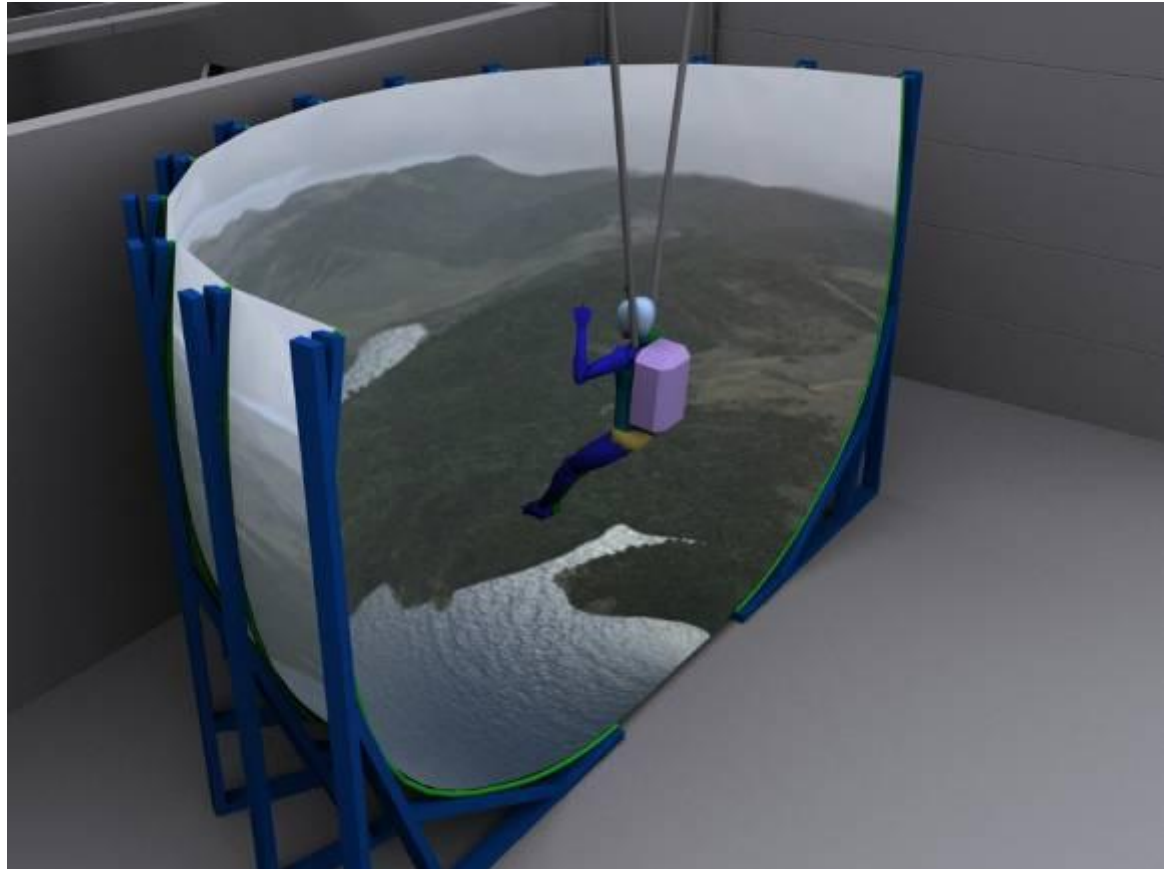
An ALTERNATE system is to generate visuals using a heads-up mounted display (HMD) system





Environment

Students are strapped in via a harness, direction in the system is controlled by normal hand toggles





Mobile Learning Study



Crisis Management



Performance Support
Tool



SCORM





RCMP - Example





Areas of Interest 2010 / 2011





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Questions??



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